

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A computer-implemented method of reconstructing a regular 3D model by feature-line segmentation, comprising using a computer to perform the steps of:

- (a) inputting original 3D model data;
- (b) building 3D feature-lines according to the original 3D model data;
- (c) converting the 3D feature-lines into 3D threads having respective pluralities of connection joints, connection lines, and loops;
- (d) determining sample numbers of each connection line, adding or deleting the loops, and outputting the 3D threads;
- (e) producing a regular triangular grid sample model according to the 3D threads;
- (f) projecting the regular triangular grid sample model into the original 3D model to produce a reconstructed 3D model;
- (g) redetermining sample numbers for each connection line, readding or redeleting the loops, and repeating steps (e) and (f) if the reconstructed 3D model does not satisfy resolution requirements, and outputting the reconstructed 3D model if the reconstructed 3D model satisfies the resolution requirements,

wherein the reconstructed 3D model is locked in the same position despite of the sample numbers.

2. (Original) The computer-implemented method as claimed in claim 1, wherein the 3D feature-lines in step (b) are based on the exterior appearance and structure of the original 3D model.

3. (Original) The computer-implemented method as claimed in claim 1, wherein step (c) further comprises the steps of:

- obtaining intersection points of the 3D feature-lines as the connection joints;
- recording the connection lines connecting to each connection joint; and
- searching the connection lines constructing closed zones as the loops.

4. (Original) The computer-implemented method as claimed in claim 1, wherein step (e) further comprises the steps of:

- constructing regular triangular grids in each loop according to the sample numbers of each connection line in step (d); and
- combining the closed regular triangular grids of the loops as the regular triangular grid sample model.

5. (Currently Amended) A computer-implemented method of reconstructing a regular 3D model by feature-line segmentation, comprising using a computer to perform the steps of:

- inputting original 3D model data;
- building 3D feature-lines according to the original 3D model data;
- converting the 3D feature-lines into 3D threads having respective pluralities of connection joints, connection lines, and loops;
- determining sample number of each connection line, adding or deleting the loops, and outputting the 3D threads;
- producing a regular triangular grid sample model according to the 3D threads;

projecting the regular triangular grid sample model into the original 3D model to produce a reconstructed 3D model;

outputting the reconstructed 3D model,

wherein the reconstructed 3D model is locked in the same position despite of the sample numbers.

6. (Original) The computer-implemented method as claimed in claim 5, wherein the 3D feature-lines in the build step are based on the exterior appearance and structure of the original 3D model.

7. (Original) The computer-implemented method as claimed in claim 5, wherein the conversion step further comprises the steps of:

obtaining intersection points of the 3D feature-lines as the connection joints;

recording the connection lines connecting to each connection joint; and

searching the connection lines constructing closed zones as the loops.

8. (Original) The computer-implemented method as claimed in claim 5, wherein the producing step further comprises the steps of:

constructing regular triangular grids in each loop according to the sample numbers of each connection line in the determination step; and

combining the closed regular triangular grids of the loops as the regular triangular grid sample model.